

Listing of the Claims:

The following is a complete listing of all the claims in the application, with an indication of the status of each:

1 1 (Currently Amended). A computer implemented method of visual
2 representation of programming objects as graphical elements, wherein
3 programming program properties of said programming objects are
4 reflected through graphical properties of graphical elements, the method
5 comprising the steps of:
6 detecting a change in a state program property of a data element
7 ~~representing a~~ programming object in visual representation and shown
8 visually on a display device as one or more graphical elements, wherein
9 ~~the data element represents a~~ graphical elements represent the
10 ~~programming object as graphical elements~~ and programming program
11 properties of programming objects are reflected through graphical element
12 properties;
13 determining graphical aspect changes that apply to graphical
14 elements of the programming object appropriate for the change in state a
15 program property of the programming object; and
16 applying the graphical aspect changes to corresponding graphical
17 elements, wherein the graphical aspect changes include changes in color,
18 position and size.

1 2 (Previously presented). A computer implemented method as recited in
2 claim 1, wherein determining graphical aspect changes further comprises
3 the steps of:
4 traversing a list of graphical aspect references to acquire a graphic
5 aspect for the data element, wherein there is a many-to-one relationship
6 between graphical aspect references and a graphic aspect; and
7 for each graphic aspect referenced by the list of graphical aspect
8 references, determining whether the graphic aspect applies to the change in

9 state.

1 3 (Original). A computer implemented method as recited in claim 1,
2 wherein the visual representation of a first programming object may
3 include other visual representations corresponding to at least one
4 additional programming object logically contained within the first
5 programming object.

1 4 (Original). A computer implemented method as recited in claim 1,
2 wherein more than one visual representation is defined for a programming
3 object.

1 5 (Original). A computer implemented method as recited in claim 4,
2 wherein any of the more than one visual representation may be used for the
3 programming object.

1 6 (Original). A computer implemented method as recited in claim 1,
2 wherein the visual representation for a superclass of a programming object
3 is used as the visual representation for a subclass programming object.

1 7 (Original). A computer implemented method as recited in claim 6,
2 wherein a visual representation of a superclass of the programming object
3 is used as a visual representation for a subclass of the programming object.

1 8 (Currently Amended). An apparatus for visual representation of
2 programming objects as graphical elements comprising:
3 a data processing system comprising a display device, an
4 interactive device, as in a keyboard, a pointing device, a storage device,
5 and a data processor;
6 memory coupled to the data processor via a bidirectional bus,
7 wherein the memory includes a first memory section for at least one

8 program and a second memory section for data;
9 computer code comprising a visual programming language,
10 wherein the computer code is stored in the first memory section, and the
11 computer code detects ~~changes~~ a change in state information
12 ~~corresponding to a data element that is a visual representation a program~~
13 property of a programming object, determines graphical aspect changes
14 that apply to graphical elements which represent the programming object,
15 and applies ~~graphic aspects~~ graphical aspect changes to said visual
16 representation of said programming object which represents the ~~state~~
17 change of the program property of the programming object; and
18 means for displaying ~~the a~~ visual representation of a plurality of
19 ~~data graphical~~ elements on the display device, wherein displayed graphical
20 elements represent programming objects and program properties of
21 programming objects are reflected through displayed graphical element
22 properties.

1 9 (Currently Amended). A machine readable medium containing code for
2 visual representation of programming objects as graphical elements,
3 wherein ~~programming program~~ properties of said programming objects are
4 reflected through graphical properties of graphical elements, the code
5 implementing the steps of:

6 detecting a change in a ~~state~~ program property of a data element
7 ~~representing~~ a programming object in visual representation and shown
8 visually on a display device as one or more graphical elements, wherein
9 ~~the data element represents a~~ graphical elements represent the
10 ~~programming object as graphical elements and programming program~~
11 properties of programming objects are reflected through graphical element
12 properties;

13 determining graphical aspect changes that apply to graphical
14 elements of the programming object appropriate for the change in ~~state a~~
15 program property of the programming object; and

16 applying the graphical aspect changes to corresponding graphical
17 elements, wherein the graphical aspect changes include changes in color,
18 position and size.